

## DAFTAR PUSTAKA

- [1] (2010, Maret) Prnewswire. [Online]. <http://www.prnewswire.com/news-releases/lifecasting-makes-youtube-seem-like-old-technology-for-singersongwriter-says-wild-eyed-entertainment-57892142.html#linktopagetop>
- [2] Yuliandi Kusuma, *Creative Project - Beken dengan TV Online.*: Grasindo, 2009.
- [3] Iwan Sofana, *Cloud Computing Teori dan Praktek (OpenNebula, VMWare, dan Amazon AWS)*. Bandung: Informatika Bandung, 2012.
- [4] Chun-Ying Huang. (2013) GamingAnywhere. [Online]. [http://gaminganywhere.org/doc/quick\\_start.html](http://gaminganywhere.org/doc/quick_start.html)
- [5] Andi Sunyoto M.Kom, *AJAX membangun Web dengan Teknologi Asynchronous JavaScript dan XML*, Dhewiberta Hardjono, Ed. Yogyakarta, Indonesia: CV. Andi Offset, 2007.
- [6] S.Kom Arief Ramadhan, *Pemrograman Web Database dengan PHP dan MySQL*. Jakarta, Indonesia: PT. Elex Media Komputindo, 2006.
- [7] Andrew Ford, *Apache Pocket Reference*, 1st ed., Gigi Estabrook, Ed. California, United States of America: O'Reilly & Associates, 2000.
- [8] Tele-Line Videotex Services VZW. (2015) ScriptCam Organizing a Video Chat. [Online]. [http://www.scriptcam.com/demo\\_7.cfm](http://www.scriptcam.com/demo_7.cfm)
- [9] Daoliang Li, *Computer and Computing Technologies in Agriculture VII*, 7th ed., Yingyi Chen, Ed. Beijing, China: China Agricultural University, 2013.
- [10] Jobe Makar, *Action Script for Multiplayer Games and Virtual Worlds*, Wendy Sharp, Ed. Berkeley, California, United States of America: New Riders, 2010.